CLAIMS

What is claimed is:

1. A method comprising:

receiving data from a first party into a multiplexing device or a plurality of multiplexing devices;

receiving data from a second party into a first jitter buffer, processing the data from the second party, and sending output data from the first jitter buffer to a multiplexing device or a plurality of multiplexing devices;

receiving data from a third party into a second jitter buffer, processing the data from the third party, and sending output data from the second jitter buffer to a multiplexing device or a plurality of multiplexing devices;

sending data from one or a plurality of multiplexing devices to a first output device;

sending data from one or a plurality of multiplexing devices to a second output device; and

sending data from one or a plurality of multiplexing devices to a third output device.

2. The method of claim 1 wherein the data from a first party comprises packetized voice data.

3. The method of claim 1 wherein the data from a second party comprises packetized voice data.

4. The method of claim 1 wherein the data from a third party comprises packetized voice data.

5. The method of claim 1 wherein the multiplexing device or the plurality of multiplexing devices comprises a voice mixing device or a plurality of voice mixing devices.

6. The method of claim 1 wherein the first party, second party, and the third party are communicating through a three-way phone call.

7. The method of claim 1 wherein the first party is communicating with the second party and the third party through a call-waiting feature.

8. An apparatus comprising:

a jitter buffer logic block for a multi-stream voice application;

a multiplexing logic block for the multi-stream voice application; and

a output logic block for the multi-stream voice application.

9. The apparatus of claim 8 wherein the multi-stream voice application accepts packetized voice data.

10. The apparatus of claim 8 wherein the multi-stream voice application accepts packetized video data.

11. The apparatus of claim 8 wherein the multiplexing logic block comprises mixing data from multiple streams.

12. A system comprising:

a processor;

memory connected to the processor storing instructions for multi stream jitter buffers for packetized voice applications executed by the processor;

storage connected to the processor that stores a software code having a plurality of separately compliable routines,

wherein the processor executes the instructions on the code to

receive data from a first party into a multiplexing module or a plurality of multiplexing modules;

receive data from a second party into a first jitter buffer, processing the data from the second party, and sending output data from the first jitter buffer to a multiplexing module or a plurality of multiplexing modules;

receive data from a third party into a second jitter buffer, processing the data from the third party, and sending output data from the second jitter buffer to a multiplexing module or a plurality of multiplexing modules;

send data from one or a plurality of multiplexing modules to a first output module;

send data from one or a plurality of multiplexing modules to a second output module; and

send data from one or a plurality of multiplexing modules to a third output module.

13. The system of claim 12 wherein the data received from the first party comprises packetized voice data.

14. The system of claim 12 wherein the data received from the second party comprises packetized voice data.

15. The system of claim 12 wherein the data received from the third party comprises packetized voice data.

16. The system of claim 12 wherein the multiplexing device or the plurality of multiplexing devices comprises a voice mixing device or a plurality of voice mixing devices.

17. The system of claim 12 wherein the first party, second party, and the third party are communicating through a three-way phone call.

18. The system of claim 12 wherein the first party is communicating with the second party and the third party through a call-waiting feature.

19. A computer readable storage medium containing executable computer program instructions which when executed cause a method for accessing data in a memory to be performed, said method comprising:

receiving data from a first party into a multiplexing device or a plurality of multiplexing devices;

receiving data from a second party into a first jitter buffer, processing the data from the second party, and sending output data from the first jitter buffer to a multiplexing device or a plurality of multiplexing devices;

receiving data from a third party into a second jitter buffer, processing the data from the third party, and sending output data from the second jitter buffer to a multiplexing device or a plurality of multiplexing devices;

sending data from one or a plurality of multiplexing devices to a first output device;

sending data from one or a plurality of multiplexing devices to a second output device; and

sending data from one or a plurality of multiplexing devices to a third output device.

20. A computer readable medium as in claim 19 wherein the data from a first party comprises packetized voice data.

21. A computer readable medium as in claim 19 wherein the data from a second party comprises packetized voice data.

22. A computer readable medium as in claim 19 wherein the data from a third party comprises packetized voice data.

23. A computer readable medium as in claim 19 wherein the multiplexing device or the plurality of multiplexing devices comprises a voice mixing device or a plurality of voice mixing devices.

24. A computer readable medium as in claim 19 wherein the first party, second party, and the third party are communicating through a three-way phone call.

25. A computer readable medium as in claim 19 wherein the first party is communicating with the second party and the third party through a call-waiting feature.

26. A system, comprising:

means for receiving data from a first party into a multiplexing device or a plurality of multiplexing devices;

means for receiving data from a second party into a first jitter buffer, processing the data from the second party, and sending output data from the first jitter buffer to a multiplexing device or a plurality of multiplexing devices;

means for receiving data from a third party into a second jitter buffer, processing the data from the third party, and sending output data from the second jitter buffer to a multiplexing device or a plurality of multiplexing devices;

means for sending data from one or a plurality of multiplexing devices to a first output device;

means for sending data from one or a plurality of multiplexing devices to a second output device;

means for sending data from one or a plurality of multiplexing devices to a third output device;

27. The system of claim 26 wherein the data from a first party comprises packetized voice data.

28. The system of claim 26 wherein the data from a second party comprises packetized voice data.

29. The system of claim 26 wherein the data from a third party comprises packetized voice data.

30. The system of claim 26 wherein the multiplexing device or the plurality of multiplexing devices comprises a voice mixing device or a plurality of voice mixing devices.

31. The system of claim 26 wherein the first party, second party, and the third party are communicating through a three-way phone call.

32. The system of claim 26 wherein the first party is communicating with the second party and the third party through a call-waiting feature.